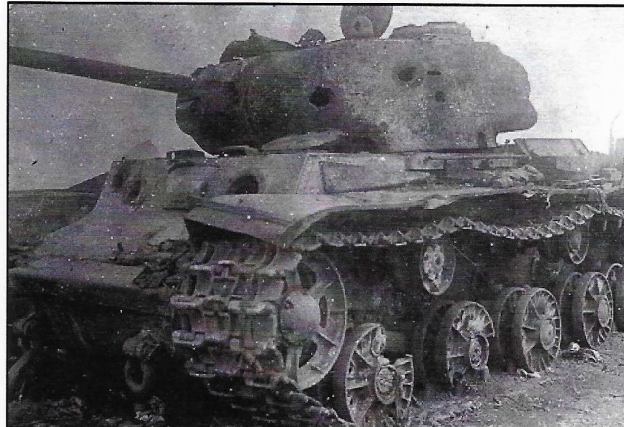




HÜHNERSUPPE

SCHWERPUNKT SCENARIO SP281

SITUATION: KLEINSCELLENDORF, East Prussia, Germany, 23 October 1944: In October the Soviets launched an offensive to take Königsberg. Their most direct route was through East Prussia. One sector of the front was defended by the 549th Volksgrenadier Division. The 276th Sturmgeschütz Brigade was sent to provide much needed armor support for the Volksgrenadiers. Together, both units defended stubbornly and slowly fell back. On the 23rd, a counterattack was made to take back Kleinschellendorf. Despite no sleep since the 20th, Leutnant Alfred Regeniter led seven assault guns with attached Volksgrenadiers through a wooded area, but soon encountered Russians preparing to advance west. Leutnant Regeniter quickly took out a Maxim machine gun with HE while another StuG took out two self-propelled 76mm guns in a gully. The Volksgrenadiers' lieutenant did not attack with much vigor, and soon the infantry went to ground. Meanwhile, Regeniter saw two KV-85s trying to bypass their left. He maneuvered his StuG into some woods and was able to knock out both. By midday, the Russian counterattack became too strong, so both the assault guns and Volksgrenadiers had to retreat. In the afternoon, Regeniter went back out with some infantry to blunt the anticipated continued Russian attack, whereby he eliminated his ninth tank in 72 hours. That evening, completely exhausted and at brigade headquarters, Leutnant Regeniter would fall asleep over his bowl of chicken soup three times. For his actions, Leutnant Regeniter's brigade commander would award him the Iron Cross 1st Class and the 549th Volksgrenadier commander would recommend him for the Hon- or Roll Clasp.



MISSION: The Germans win if at game end they have more victory points than the Russians. Both sides earn 1 VP for each stone building/rubble hex they control. The Russians also earn 1 VP for each AFV with a functioning MA that exits via the west edge.

COORDINATING INSTRUCTIONS:

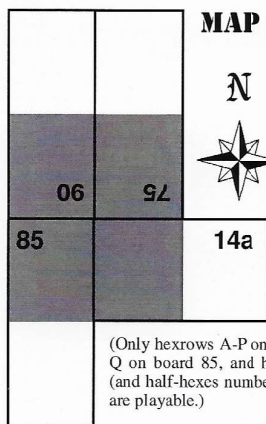
1. EC are Moist, with no wind at start.
2. A German conscript squad that Battle Hardens can choose either a 4-4-7² or a 5-3-7² (the corollary applies to conscript half squads).

Scenario Design: Mike Augustine 070924.10

Sources: Regeniter, Alfred, *Knight Gunner, The Memoirs of Leutnant Alfred Regeniter, 3rd Battery, Sturmgeschütz-Brigade 276, East and West Prussia, 1944-45* (Halifax, West Yorkshire, UK, Shelf Books Ltd, 1999), pp 20-25.

Buttar, Prit, *Battleground Prussia, The Assault on Germany's Eastern Front 1944-45* (Oxford, UK, Osprey Publishing, 2010) [Kindle Fire version], chapter 3.

MAP ORIENTATION:



(Only hexrows A-P on boards 75 and 90, A-Q on board 85, and hexes numbered ≥ 11 (and half-hexes numbered 10) on board 14a are playable.)

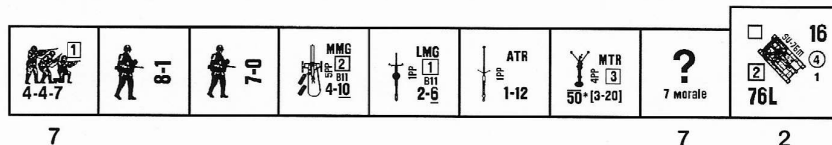
OPTIONS:

- ★ Delete "with a functioning MA" from the Mission.
- ✚ Add a Volksgrenadier 2-3-7 to the Germans.

MISSION LENGTH

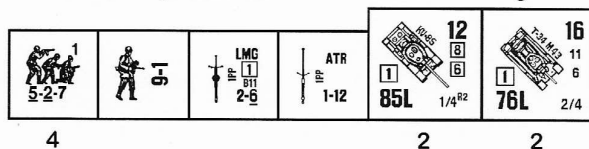
★ RUSSIAN SETS UP FIRST	1	2	3	4	5
✚ GERMAN MOVES FIRST			★		

Elements of 11th Guards Army set up on board 75 and/or board 14a and/or in hexes numbered ≤ 5 on board 85.



11th Guards Army reinforcements enter turn 3 on the east edge.

{ELR: 4}
{SAN: 3}



1099th Grenadier Regiment, 549th Volksgrenadier Division and 3rd Batterie, 276th Sturmgeschütz Brigade set up ≤ 4 hexes from the west edge.

{ELR: 3}
{SAN: 2}

